

ABSTRACT OF THE DISCLOSURE

SYSTEM FOR TRACKING END-USER ELECTRONIC CONTENT USAGE

5 A system for tracking usage of digital content on user devices. Electronic stores coupled to a network sell licenses to play digital content data to users. Content players, which receive from the network the licensed content data, are used to play the licensed content data. Additionally, a logging site that is coupled to the network tracks the playing of the content data. In particular, the logging site receives play information from the network, and the play
10 information includes the number of times that the content data has been played by the associated content player. Also provided is a method for tracking usage of digital content on user devices. According to the method, a license to play digital content data is sold to a user, and the licensed content data is transmitted to a content player for the user. Further, information is transmitted to a logging site whenever the content data is played by the content player or copied from the
15 content player to an external medium so that usage of the licensed content data can be tracked.

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A method provides a collection of data structures and subroutines in a software toolkit, for developing an application for playing digital content data. The method comprises steps of receiving previously encrypted content data encrypted with an encrypted key from an external source; storing the previously encrypted content data in a library; selecting one or more encrypted content data from the library to play; and decrypting each content data selected to be played with its unique encryption key, wherein the decrypting is performed in a tamper-resistant subroutine for deterring unauthorized access to the instructions for decrypting the content data and for deterring unauthorized access to the encryption key.--.

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